### **Comparisons of Job Characteristics**

Focus Occupation: Amusement and Recreation Attendants (39-3091)
Associated Occupation: Locker Room, Coatroom, and Dressing Room Attendants (39-3093)

Compare Knowledge
Compare Skills
Compare Abilities
Compare Detailed Work Activities
Compare Tools and Technologies

<<	Focus occupation element is much lower
<	Focus occupation element is lower
0	Focus occupation element is at a similar level
>	Focus occupation element is at a higher level
>>	Focus occupation element is at a much higher level

85

Knowledge	Similarity of Focus Occupation to Associated Occupation: 90					
Focus Occupation: Amusement and Recreation Attendants (39-3091) Associated Occupation: Locker Room, Coatroom, and Dressing Room Attendants (39-3093)						
Associated Occupation's Key Knowledge Elements	Average Rating, All Occupations	Associated Occupation's Rating	Focus Occupation's Rating	Evaluation of Focus Occupation		
Customer and Personal Service	11.3	13.5	14.0	0	Current knowledge level may be sufficient	

The maximum possible rating is 25.

Source: Alaska Department of Labor and Workforce Development, Research and Analysis Section analysis of O\*NET (Occupation Information Network) data.

#### **Skills**

Similarity of Focus Occupation to Associated Occupation:

Focus Occupation: Amusement and Recreation Attendants (39-3091)

Associated Occupation: Locker Room, Coatroom, and Dressing Room Attendants (39-3093)

Associated Occupation's Key Skills Elements	Average Rating, All Occupations	Associated Occupation's Rating	Focus Occupation's Rating		Evaluation of Focus Occupation
Active Listening	11.0	10.5	9.3	<	A higher skill level may be required
Speaking	10.8	10.3	10.9	0	Current skill level may be sufficient
Service Orientation	7.9	9.6	9.2	0	Current skill level may be sufficient
Social Perceptiveness	9.1	8.6	8.2	0	Current skill level may be sufficient

The maximum possible rating is 25.

Source: Alaska Department of Labor and Workforce Development, Research and Analysis Section analysis of O\*NET (Occupation Information Network) data.

### **Abilities**

Similarity of Focus Occupation to Associated Occupation: 88

Focus Occupation: Amusement and Recreation Attendants (39-3091)

Associated Occupation: Locker Room, Coatroom, and Dressing Room Attendants (39-3093)

Associated Occupation's Key Abilities Elements	Average Rating, All Occupations	Associated Occupation's Rating	Focus Occupation's Rating	Evaluation of Focus Occupation	
Oral Expression	12.4	11.8	13.7	>	Current ability level is likely sufficient
Oral Comprehension	12.5	11.4	10.5	0	Current ability level may be sufficient
Speech Recognition	9.9	9.3	10.2	0	Current ability level may be sufficient
Speech Clarity	10.2	9.0	12.8	>>	Current ability level is likely more than sufficient
Extent Flexibility	4.8	7.2	3.3	<<	Extensive improvement in abilities may be required
Trunk Strength	5.7	6.9	5.2	<<	Extensive improvement in abilities may be required

The maximum possible rating is 25.

Source: Alaska Department of Labor and Workforce Development, Research and Analysis Section analysis of O\*NET (Occupation Information Network) data.

# **Activities that Both Occupations Have in Common**

Similarity of Focus
Occupation to Associated
Occupation: 82

Focus Occupation: Amusement and Recreation Attendants (39-3091)
Associated Occupation: Locker Room, Coatroom, and Dressing Room Attendants (39-3093)

Work Activities	Exclusivity of Activity
Answer customer or public inquiries	41
Calculate monetary exchange	67
Clean rooms or work areas	30
Collect payment	49
Demonstrate or explain assembly or use of equipment	61
Issue supplies, materials, or equipment	82
Provide customer service	14
Provide information about facilities	84
Receive customer orders	75
Sell merchandise	65
Use oral or written communication techniques	1

Not all positions in these occupations will necessarily perform all of the listed activities. The exclusivity rating is an indication of how unique the activity is amongst all occupations. The maximum rating is 100. High scores indicate that only a small number of occupations engage in that activity.

Source: Alaska Department of Labor and Workforce Development, Research and Analysis Section analysis of O\*NET (Occupation Information Network) data.

# **Tools and Technologies that Both Occupations Have in Common**

Similarity of Focus
Occupation to Associated
Occupation: 48

Focus Occupation: Amusement and Recreation Attendants (39-3091)
Associated Occupation: Locker Room, Coatroom, and Dressing Room Attendants (39-3093)

Tools and Technologies	Exclusivity
Computers	1
Content authoring and editing software	1
Data management and query software	1

Floor machines and accessories	24
Network applications software	1

Not all positions in these occupations will necessarily use all of the listed tools and technologies. The exclusivity rating is an indication of how unique the tool or technology is amongst all occupations. The maximum rating is 100. High scores indicate that only a small number of occupations use that tool or technology.

Source: Alaska Department of Labor and Workforce Development, Research and Analysis Section analysis of O\*NET (Occupation Information Network) data.